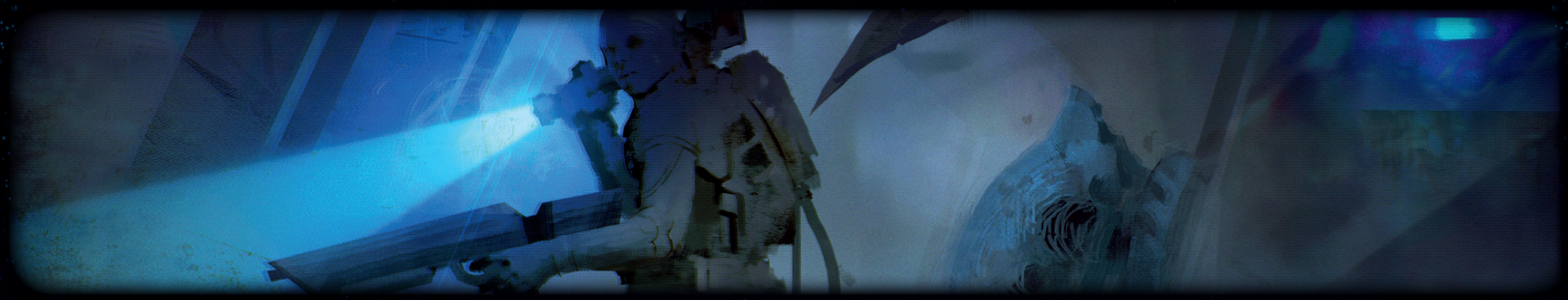
BASIC ROOMS "1"



ARMORY

2 RECHARGE YOUR ENERGY WEAPON:
Add 2 Ammo tokens to 1 of your Energy Weapons.
Note: This Room Action does not reload Classic Weapons.

Note: A Weapon can never exceed its Ammo capacity, shown on the Weapon card.

COMMS ROOM

2 SEND A SIGNAL:
Place a Status marker on the Signal space on your Character board.

Sending a Signal is a requirement for some Objectives and has no other game use than that.

EMERGENCY ROOM

2 TREAT YOUR WOUNDS:
Dress all your Serious Wounds **OR** Heal 1 of your Dressed Serious Wounds **OR** Heal all your Light Wounds.
More on Dressing and Healing Wounds – see page 21.

EVACUATION SECTION A

2 TRY TO ENTER AN ESCAPE POD:
You may perform this Action only if any Escape Pod in Section A is Unlocked and has at least 1 empty space.

Make a **Noise roll**. If any Intruder appears in this Room, your attempt to enter an Escape Pod fails.

After resolving your Noise roll, if no Intruder has reached the Room, place your Character in one of the Unlocked Escape Pods of Section A, if there's any free space (each Pod has two places and may accommodate up to 2 Characters).

See the Escape Pods section at the end of this Room sheet to determine what happens once the Character has entered a Pod.

You cannot enter an Escape Pod if any Intruder is present in its corresponding Evacuation Section Room.

More on Noise rolls – see page 15.

EVACUATION SECTION B

As above, but applies to Section B.

FIRE CONTROL SYSTEM

2 INITIATE THE FIRE CONTROL PROCEDURE:
Choose any 1 Room.
Discard a Fire marker from that Room (if there is one).

All the Intruders in that Room run away (in a random direction, determined by drawing an Event card – 1 Event card for each Intruder).

Hint: You can use Fire Control Procedure even if there is no Fire marker in the Room to make all the Intruders run away from that Room.

More on Intruder movement – see Event Phase, page 10 and 15.

GENERATOR

2 INITIATE / STOP SELF-DESTRUCT SEQUENCE:

SELF-DESTRUCT SEQUENCE:

Place 1 Status marker on the first, **green** space of the Self-Destruct Track.

From now on, each time you move the Time marker on the Track, also move the marker on the Self-Destruct Track by 1 space.

When any Character stops the Self-Destruct sequence, remove the marker (it will be placed again on the green space if a new sequence starts).

When the marker reaches any **yellow** space on the Self-Destruct Track, the Self-Destruct Sequence cannot be aborted anymore and all Escape Pods are Unlocked instantly (but can be Locked again).

When the marker reaches the last space (with the "skull" icon), the ship explodes.

Note: You cannot start the Self-Destruct when any of the Characters are already hibernating.

See more – End of the Game, page 11.

If a hyperspace jump happens before, the ship is still considered destroyed and everything onboard is dead.

See more – Event Phase, page 10.

More on Escape Pods – see Room sheet, page 26.

LABORATORY

2 ANALYSE 1 OBJECT:
This Action may only be performed if one of the following Objects is in the Room (for example carried by the Character): Characters Corpse, Intruder Carcass or Egg.

Discover 1 corresponding Intruder Weakness card.

The Object is not discarded after Research. You may Drop it for free, though.

More on Intruder Weakness cards – see page 21.

More on Objects – see page 22.

NEST

2 TAKE ONE EGG:
Take 1 Egg token from the Intruder Board. After that, perform a **Noise roll**.

The Egg tokens placed on the Intruder board represent the Eggs in the Nest. When you take (or destroy) Eggs from the Nest, take them from the Intruder board.

When there are no more Eggs in the Nest (they have all been carried away or destroyed), the Nest is considered destroyed – place 1 Injury marker in the Nest to represent this.

If there is a Fire marker in a Room containing uncarried Eggs, destroy 1 uncarried Egg during the Fire Damage step of the Event Phase.

See more – Event Phase, page 10.

Note: Remember that an Egg is a Heavy Object (see Items and Objects, page 22).

Note: You cannot perform any Search Action in this Room.

DESTROYING EGGS:

Whenever your Character is in a Room with any uncarried Eggs (not carried by any Character), you can try to destroy these Eggs.

Resolve this Action as a **Shoot** Action or **Melee Attack** Action. Each Injury (of any type) destroys 1 Egg.

In the case of a **Melee Attack** Action, the Character does not draw a Contamination card or suffer Wounds if they miss.

You can also throw grenades into a Room with uncarried Eggs as if an Intruder were there. A **Grenade** destroys 2 Eggs, a **Molotov Cocktail** destroys 1 Egg.

After every single attempt to destroy an Egg, you must perform a **Noise roll**.

More on Noise roll – see Noise rolls, page 15.

STORAGE

2 SEARCH FOR AN ITEM:
Draw 2 cards from the Item deck of a chosen color (Red, Yellow or Green). Pick 1 card and put the other at the bottom of the deck.

SURGERY

2 PERFORM A SURGERY PROCEDURE:
Scan all Contamination cards (from your Action deck, hand and Discard). Remove all Infected cards.

If you have a Larva on your Character board, remove it.

After Scanning, your Character suffers 1 Light Wound and you **automatically pass**. Shuffle all your Action cards (including those in your hand) and place them in your Action deck.

Note: After a Surgery procedure you always pass your round, and your hand is empty until the start of the next turn.

More on Scanning Contamination cards – see page 20.

ADDITIONAL ROOMS "2"

AIRLOCK CONTROL

START EMERGENCY AIRLOCK PROCEDURE:

Choose any 1 other Yellow Room. The Corridors connected to the Room you choose must not contain any Destroyed Doors.

Automatically close the Door in each Corridor connected to this Room.

Place the Airlock Procedure token in this Room to represent the active Emergency Airlock Procedure. If any of the Doors in Corridors connected to this Room are opened before the current Player Phase ends, remove this token.

If all Doors in each Corridor connected to this Room are Closed at the end of the current Player Phase (after all players have passed), everything in that Room dies immediately (both Characters and Intruders). Then, remove this token.

If there was a Fire marker in this Room, remove it.

Yellow Room means a Room with a yellow background on the Action part.

CABINS

CATCH A BREATH:

When your Character is in this Room at the start of a new turn, and there are no Intruders there, draw 1 additional Action card (up to 6 instead of 5).

The passive feature of this Room does not work if there is a Malfunction token in the Room.

CANTEEN

HAVE A SNACK...

Heal 1 Light Wound.

Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards.

If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

More on Scanning Contamination cards – see page 20.

COMMAND CENTER

OPEN/CLOSE DOORS:

You can choose any 1 Room and Close/Open any Doors in Corridors connected to this Room.

You may choose which Doors to Close and which to Open. You do not have to Open or Close them all.

ENGINE CONTROL ROOM

CHECK ENGINES STATUS:

You can Check the Status of the 3 Engines.

You can check the status of the Engines even if there is a Malfunction marker in the Engine Room.

*In the Engine Control Room you **cannot** change the Engines status.*

More on checking Engine status – see Engines, Room sheet, page 26.

HATCH CONTROL SYSTEM

LOCK/UNLOCK 1 ESCAPE POD:

Flip 1 Escape Pod token to its Locked or Unlocked side.

More on Evacuation Sections – see Room sheet, page 24.

More on Escape Pods – see Room sheet, page 26.

MONITORING ROOM

CHECK 1 ROOM AND EXPLORATION TOKEN:

Secretly look at any 1 unexplored Room tile and at its Exploration token.

After looking at them, place them back on the board. You don't have to tell the truth about what you saw.

More on Exploration tokens – see page 14.

ROOM COVERED WITH SLIME

YOU ARE SLIMED!

When you enter this Room, you automatically get a Slime marker.

More on Slime markers – see page 17.

Note: You cannot perform any Search Action in this Room.

SHOWER ROOM

TAKE A SHOWER:

If you have a Slime marker on your Character board, discard it.

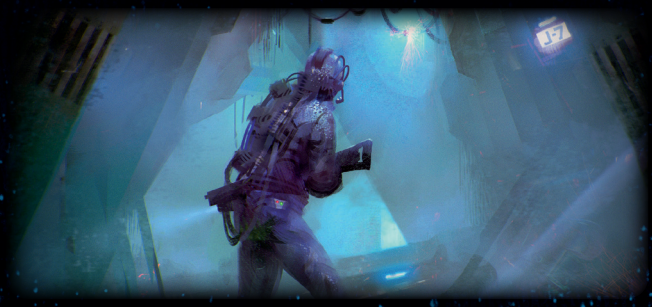
Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards.

If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

More on Slime markers – see page 17.

More on Scanning Contamination cards – see page 20.

Note: A Fire marker can be placed in the Shower Room in the normal way. The Take a Shower Action does not discard a Fire marker from the Shower Room.



SPECIAL ROOMS

COCKPIT

FLIGHT CONTROLS:

Check Coordinates OR set Destination.

CHECK COORDINATES: Secretly look at the Coordinates card. After looking at it, place it back on the board. You don't need to tell the truth about what you saw.

SET DESTINATION: Move the Destination marker to the chosen space of the Destination Track.

Note: You cannot change the Destination when any of the Characters are already hibernating.

The player should remember the Coordinates they've checked.

You may never Set Destination if there is an Intruder in the Cockpit.

Note: At the end of the game, if the ship was not destroyed earlier, the Coordinates card is revealed. The position of the Destination marker indicates the destination of the ship among the four available on the Coordinates card.

See more – Coordinates Check at the End of the Game, page 11.

Note: You cannot perform a Search Action in this Room.

ENGINE #1

CHECK THE ENGINE:

Check the Engine status in this Engine Room – secretly look at the top Engine token.

You don't need to tell the truth about what you saw.

The top Engine token indicates the current state of the Engine!

REPAIR (OR BREAK) ENGINE:

Your Character can perform a Repair / Break Engine Action in this Room (using a **Repairs** Action or a **Tools** Item card): take both Engine tokens, secretly check their contents and place them back in the order of your choice.

You do not have to tell the truth if you have repaired the Engine or not, but you must tell if you have changed the order of the tokens.

You can Repair / Break Engine even if there is a Malfunction marker in the Room and even if you have not checked the status of the Engines.

Note: The ship has 3 Engines, two of which must be functional to safely journey back to Earth. At the start of the game, the players don't know which Engine is functional or not. Players may check the Status of a given Engine during the game – for example in its corresponding Engine Room. At the end of the game, if the ship was not destroyed earlier, all the top Engine tokens are revealed to determine if the ship explodes or not during its attempt at a hyperspace jump.

See more – Engines Check at the End of the Game, page 11.

Note: You cannot perform any Search Action in this Room.

ENGINE #2

As above, but applies to Engine #2.

ENGINE #3

As above, but applies to Engine #3.

HIBERNATORIUM

TRY TO HIBERNATE:

You may perform this Action only if the hibernation chambers are open – the token on the Time Track is on any **blue** space.

Perform a **Noise roll**. If any Intruder shows up in this Room, your attempt at entering the hibernation chamber has failed.

If no Intruder appears, remove your Character miniature from the game – you managed to hibernate safely. From now on, you do not take part in the game any longer. Whether your Character survives or dies along with the ship will be determined at the End of the Game.

You cannot change the Destination or start the Self-Destruct when any of the Characters are already hibernating.

You may never enter a hibernation chamber if there is any Intruder in the Hibernatorium.

See more – End of the Game, page 11.

More on Noise rolls – see Noise roll, page 15.

Note: You cannot perform any Search Action in this Room.